

A TRAIN FOR ARNHEM

SCENARIO ASL TAC 63

Translated by Coastal Fortress Gaming Group

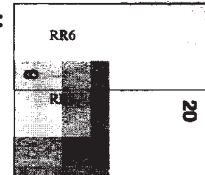


VICTORY CONDITIONS: The Allied player wins at game end if there are ≤ 3 unbroken German squads (or equivalents) on/between hexrows 20W-8K and 20AA-8G.

NIJMEGEN, HOLLAND, 19 September 1944:

Two days after the launch of Operation Market-Garden, the 82nd Airborne Division was still trying to gain its objectives. The Germans occupied the heights south of Nijmegen as well as the northern part of the city, in particular the two bridges which spanned the River Waal. The Germans, in the form of Kampfgruppen hurriedly assembled from the remnants of resting units, had proved too strong for the Paratroops on their own. The arrival of the forward detachments of Guards Armoured Division was timely, and a new assault on the Nijmegen bridges was begun. While a strong force attempted to seize the main road bridge, a more modest force consisting of a U.S. Paratroop company, a platoon of British infantry and a troop of tanks were to take the railway bridge. The bridge was defended by elements of KampfGruppe Henke, a temporary battalion formed from regular infantry, Luftwaffe ground personnel and even Nijmegen rail installation guards, supported by an anti-aircraft gun.

BOARD PLACEMENT:



Only hexrows R-GG are playable on Board 20. Only hexes numbered ≥ 7 on hexrows A-P are playable on Board 8

BALANCE:

- ☆ ⊕ Add 6 "P" to the German OB
- ✚ Replace the 9-1 Armor leader with a 9-2 Armor Leader

✚ GERMANS set up first	☆ ⊕ 1	2	3	4	5	END
☆ ⊕ AMERICANS move first						



Elements of KampfGruppe Henke: [ELR:3]



set up on Board 8, and/or in hexes numbered ≤ 3 on Board 20 {SAN:4}:

 1 4'-6-7	 2 4-4-7	 C 4-3-6	 9-1	 8-1	 7-0	 HMG 3-13	 MMG 5-12	 LMB 3-8	 PSK 12-4	 ? 7 morale
3	7	3						4		6



AA detachment, Kampfgruppe Henke:







sets up ≥ 3 hexes from 20Y9 except on Railroad hexes:

 AA 2-2-8	 AA 2-2-8
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





Company D, 505th Parachute Infantry, 82nd Airborne Division [ELR:5]

enter on Turn 1 on the south edge {SAN:2}:

 E 7'-4-7	 9-2	 8-1	 8-0	 4th HMG 3-13	 BAZ44 8-4
9				2	3

Elements of 1st Motorized Battalion and 2nd Grenadier Guards, Guards Armoured Division [ELR:4]:

enter on Turn 1 on the south edge:

 E 4'-5-8	 E 2-4-8	 9-1	 LMB 2-7	 PIAT 8-3	 75 2-4	 76LL -4	 9-1 2nd Lt
3			2		4		

Scenario Design: Jean-Luc Béchenec '94

SSR:

- EC are moderate with no wind at start. Place Overlays as follows: **RR11** on 8I9-8I8 and **RR7** on 20Y6-20Y5. The Railway type is all EIRR (B32.1) and is considered a Stone Bridge in 20Y2, 8I9, 8I8 and 8I7 (B32.4 and B32.42 apply). On all other railway hexes no Bridges exist (B32.4 and B32.42 are NA). The Railway Terrain (EIRR) continue to exist offboard (i.e. a board butted lengthwise on the southern edge of the playing area would have its hexrow Y or I all made of Railway (EIRR) Terrain). An alternative is to use Tactics RR overlays: **RR3** on 20Y10-Y9 and **RR6** on 8I4-I5, **RR6** removing all possible confusion on the Bridge nature of the Railway on 8I9-8I7. At the beginning of Turn 4 until the end of the game, a LV Hindrance of +1 applies (E3.1). Swimming is NA.
- Buildings 20Z3 and 20U2 are Factories (B23.74). Hills do not exist, but all other terrain on the hill depictions exists, but at level 0.
- Allied Troop rules apply (A10.7) between American and British troops.

AFTERMATH: Although the railroad was seized without much difficulty to within 200 meters of the railroad bridge, the enemy had grown significantly in strength by the time the combined force encountered a strongpoint defended by machine guns and an 88mm gun. After a hurried consultation with his superiors, the British commander came up with a plan to breakthrough the defenses and capture the bridge. The attack began just as the evening twilight started. The first three tanks were quickly put out of action by the Germans. Now the paratroops were subjected to sustained machine gun fire. Faced with a rising casualty count, the advance was stopped and the attacking units withdrew 100 meters to take up positions for the night. In a bitter blow, Lt. Waverley W. Wray of Company D, a veteran of the Normandy campaign, was killed by a sniper just as he withdrew with his men.